



COREY WEEKLEY | ENVIRONMENTAL DESIGNER
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OBJECTIVE

A full-time position in the film or game industries where I can utilize my skills as an environmental designer to help convey the subtle details of the project's setting and story.

PERSONAL SKILLS

Foundation in fine arts, 3D modeling, texturing, UV mapping, photography, lighting techniques, graphic design, film direction, 2D/3D compositing, experienced in Macs and Windows PCs, and an uncontrollable desire for problem solving under pressure.

SOFTWARE SKILLS

Highly Skilled

Autodesk Maya, Adobe Photoshop, Adobe After Effects, Final Cut Pro

Very Proficient

Epic Unreal Editor 2.0, Vicon IQ mo-cap system, Motionbuilder, Realviz Matchmover, Crazy Bump, Adobe Illustrator, Dreamweaver, InDesign, Bridge, Aperture.

EXPERIENCE

Texture and Lighting 1 Class *Lab Assistant at Ex'pression College* February - March 2008
Assisted students learning the fundamentals of creating textures, UV mapping, the principles of lighting in Maya.

Sky Archer : Short Animation *Animator/Environment Designer (student project)* January 2008
Created a short animation from concept to rendered in five weeks. Selected to be shown at the Apple store in San Francisco for their student showcase. Can be viewed at www.coreyweekley.com/skyarcher/

Litla Dimun : Personal Unreal level *Level Designer (student project)* July 2007
Created backstory and developed the game level using Maya to create static meshes and Unreal to assemble all of the assets.

Abandoned Circus : Unreal level development *Co-Production Manager (student project)* July 2007
Elected by peers to manage departments that simulate the production pipeline of an Unreal level. Worked closely with the art lead to achieve consistent and conceptually accurate level.

INDIRECT EXPERIENCE

CommonSpace, Hong Kong, China *Lead Photographer* July 2006
Responsible for capturing all photographs in both controlled and candid conditions for the launch of CommonSpace.

Morphology Documentary, New York, NY *Film Director* August 2003
Directed documentary showcasing the talents and show opening of LED artist Teddy Lo at Studio DiModica.

Cotco International, Hong Kong, China *Film Director* January - June 2002
Co-wrote story, created storyboards, animatics for the corporate video and directed and shot the film guerilla style.

EMPLOYMENT

Demiurge Unit - Hong Kong, China *Creative Director* August - December 2005
Lead brand integration team for Cirque Du Soliel's Quidam, One Red Dot and Heineken. Lead team for brand redevelopment Cotco International, Lighthouse Technologies, Morphology LED art show, and CommonSpace HK. Created launch branding campaign for Lighthouse's Velos Television during CES 2008. January 2006 - present (offsite)

Canum Entertainment, Solana Beach, CA *Freelance Creative Director* July - August 2005
Designed and supervised the creation of several children's books. Created self-promotion branding.

JMP Creative, Santa Ana, CA *Senior Graphic Designer* January - July 2005
Created logos, branding and packaging for in-house toy inventions as well as various toy companies.

Additional work experience available upon request

EDUCATION

Ex'pression College for Digital Arts, Emeryville, CA January 2006 - July 2008
Bachelors of Applied Sciences - Animation and Visual Effects (expected graduation)

Art Center College of Design, Pasadena, CA January 1999 - January 2002
Bachelors of Fine Arts with Honors - Advertising with minor in Film